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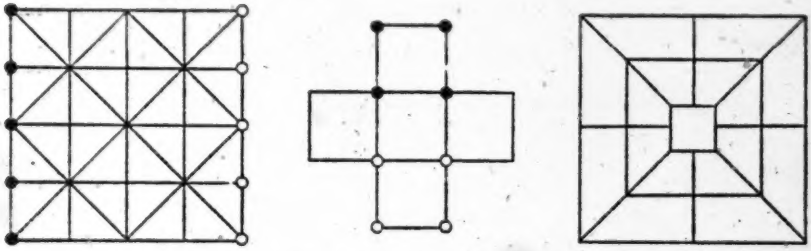

FIGURE 26. GAME BOARDS

boards are printed pieces of paper unfolded and put on a table at a tea shop or elsewhere, the men colored pieces of wood or stone.

Game number one, called sandwich and carrying pole, starts with five men lined up for each side. Moves are made one step at a time in either a vertical, diagonal, or horizontal direction. When a man is "surrounded" by two from the other side, he is removed from the board and replaced with one of his opponent's men. The game goes on until all the men of one side have been taken.

Game number two, called chicken feathers and garlic skin, starts with four men on each side. Ordinarily they are moved one step at a time but if it is possible to make four steps and land on an opponent's man that man is taken from the board. In making the four moves they must be counted "chicken, feathers, garlic, skin". The game ends when all the men of one side have been taken.

Game number three, called move into line, is apparently the same as the British game of Nine Man's Morris. Each player has twelve men and puts them on the board in turn. If a player can get three in a row he stops his opponent from entering one of his men. When all the men are on the board, less any that have been stopped, the players move in turn, trying to get three men in a row and the right to remove one of the opposition's men. The game continues until all the men of one side have been taken. In case all 24 men are entered without any stops each player removes one man to make a space into which to move.

273 277 Wine and tobacco were prominent items in the Ting Hsien recreation budget even though the average family expenditure for them was not large. In our family budgets (see Chapter V), the average expenditure was $1.02 per family for wine and $1.18 for tobacco.

277 The local tobacco crop was estimated to be some 210,000 catties. The

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dried leaf prepared for smoking cost from 20 to 25 cents per catty. Cigarettes were priced from 5.5 to 6.0 cents per box of 10. The wholesaler who handled all the cigarettes for Ting Hsien reported the monthly consumption as some five million cigarettes and the annual expenditure as some $200,000. This would be an average of some fifty cents per capita, a very much higher figure than the 6.5 cents per capita of our family budget study.

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Date wine cost 16 cents, "tea" (white) wine 25 cents, and yellow wine more than 40 cents a catty. Bottled native wines were priced at more than 30 cents per bottle. The home industry report gives the family wine production as 35,000 catties of date wine and 106,670 catties of white or tea wine. The prices were given as 10 and 15 cents per catty.

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Opium was used by only a very few families. Its cost was some $4.00 to $5.00 per ounce. The average user was said to spend from $7.00 to $8.00 per month.

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Children, both boys and girls, had a large number of individual, team, and group games. Kites were flown by some of the boys, generally about the time of the Spring Festival. Hop-scotch and jacks, with the jack stones and "ball" made of stone or brick, were popular with the girls.

Small children, standing in a circle, played drop the handkerchief, the cat catching the mouse, the hawk chasing the sparrow. In a variation of this type of game the runner, if he is caught, is made to kneel down and kotow three times to the sun. If there were as many as 14 in the group the game might be "Eagle and Bird". One eagle and four birds are chosen. The others make three "nests" (circles), in which a "bird" can rest. The bird left outside the nest is pursued by the eagle. When tired or about to be caught a "bird" can run into any one of the nests. The "bird" then in the nest must run out immediately to be pursued by the eagle. When the eagle catches a "bird" the game is stopped and as punishment the "bird" is asked to bow to the eagle.

Sometimes the game is for a blindfolded hunter to chase a hare inside a circle. When the hunter says "one" the hare must say "two" so the hunter may locate him. In a similar game the blindfolded player is required to catch the player who has come up on tiptoe and touched or hit him. In another game a blindfolded player is required to recognize the other players from sounds they make and from the description given him of what they are doing, the gestures they are making.